

FIG. 1
(Prior Art)

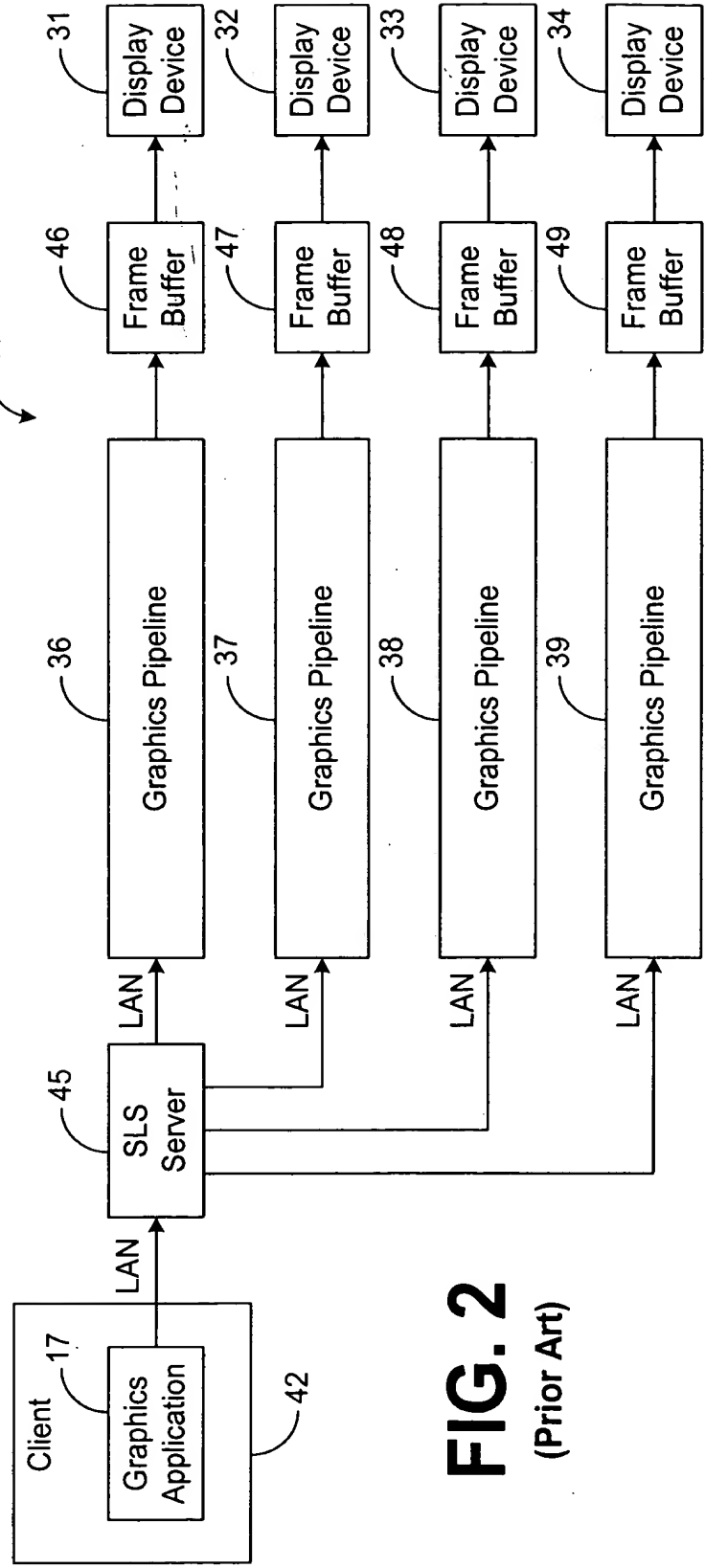


FIG. 2
(Prior Art)

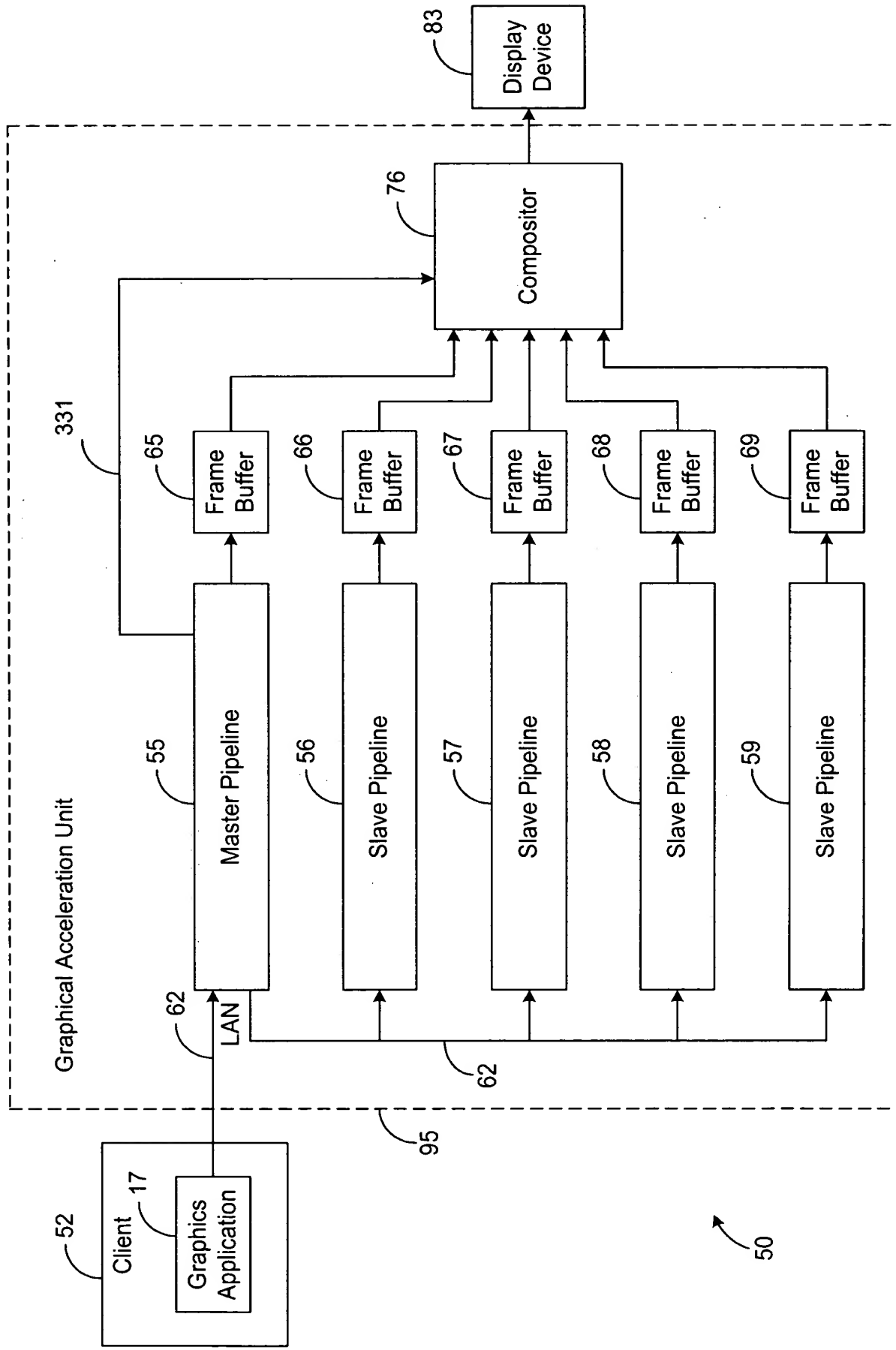
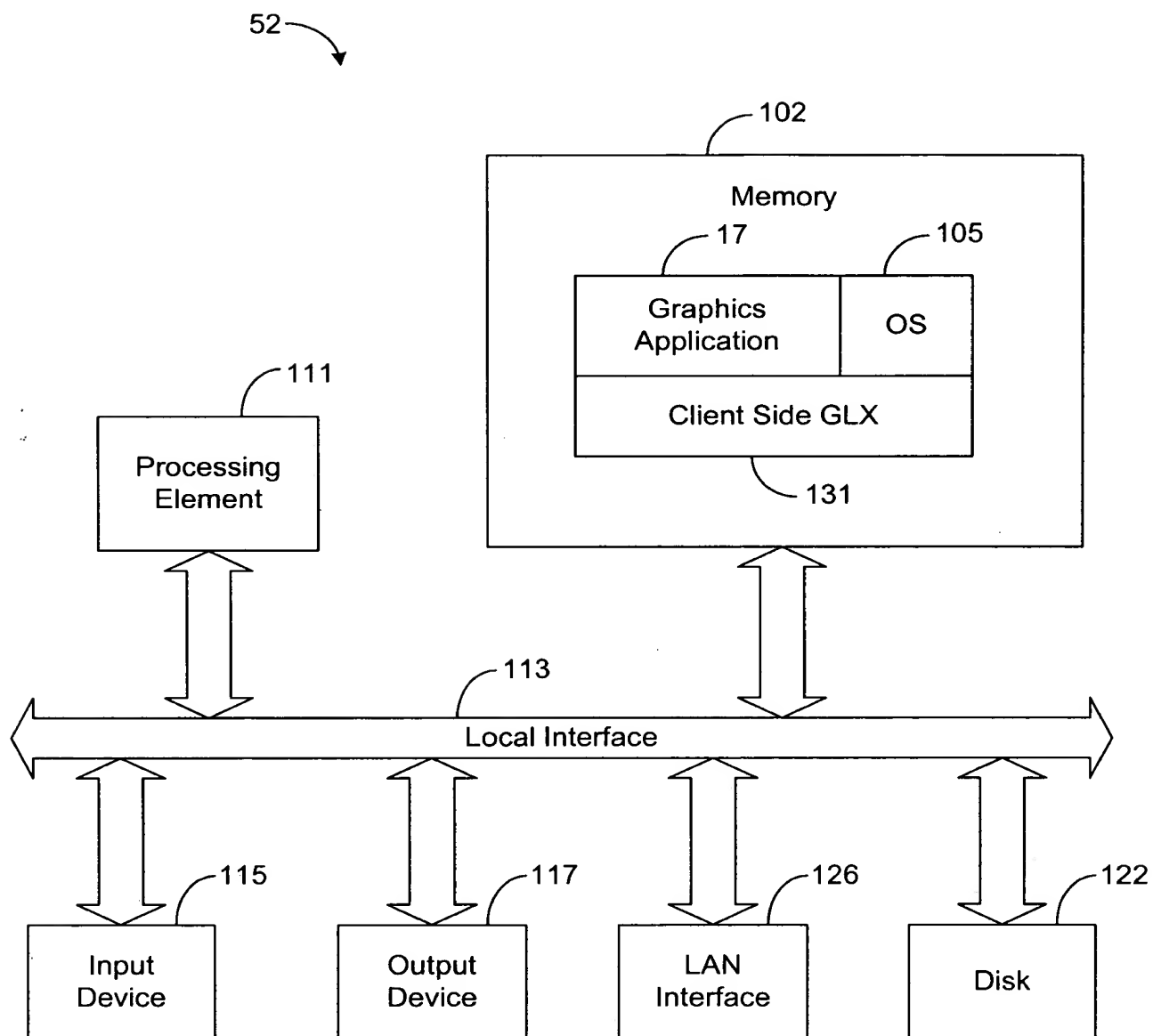


FIG. 3

**FIG. 4**

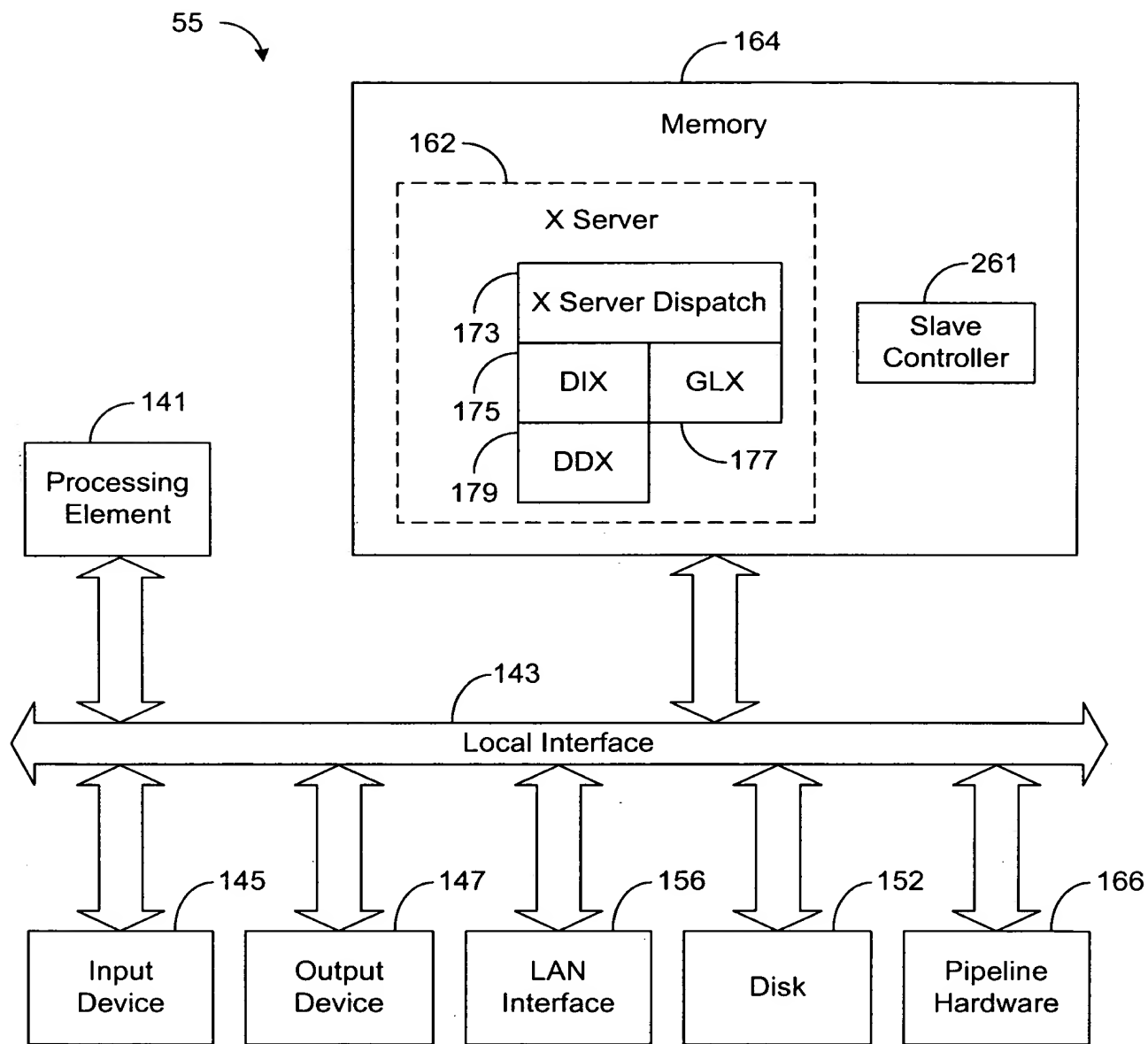


FIG. 5

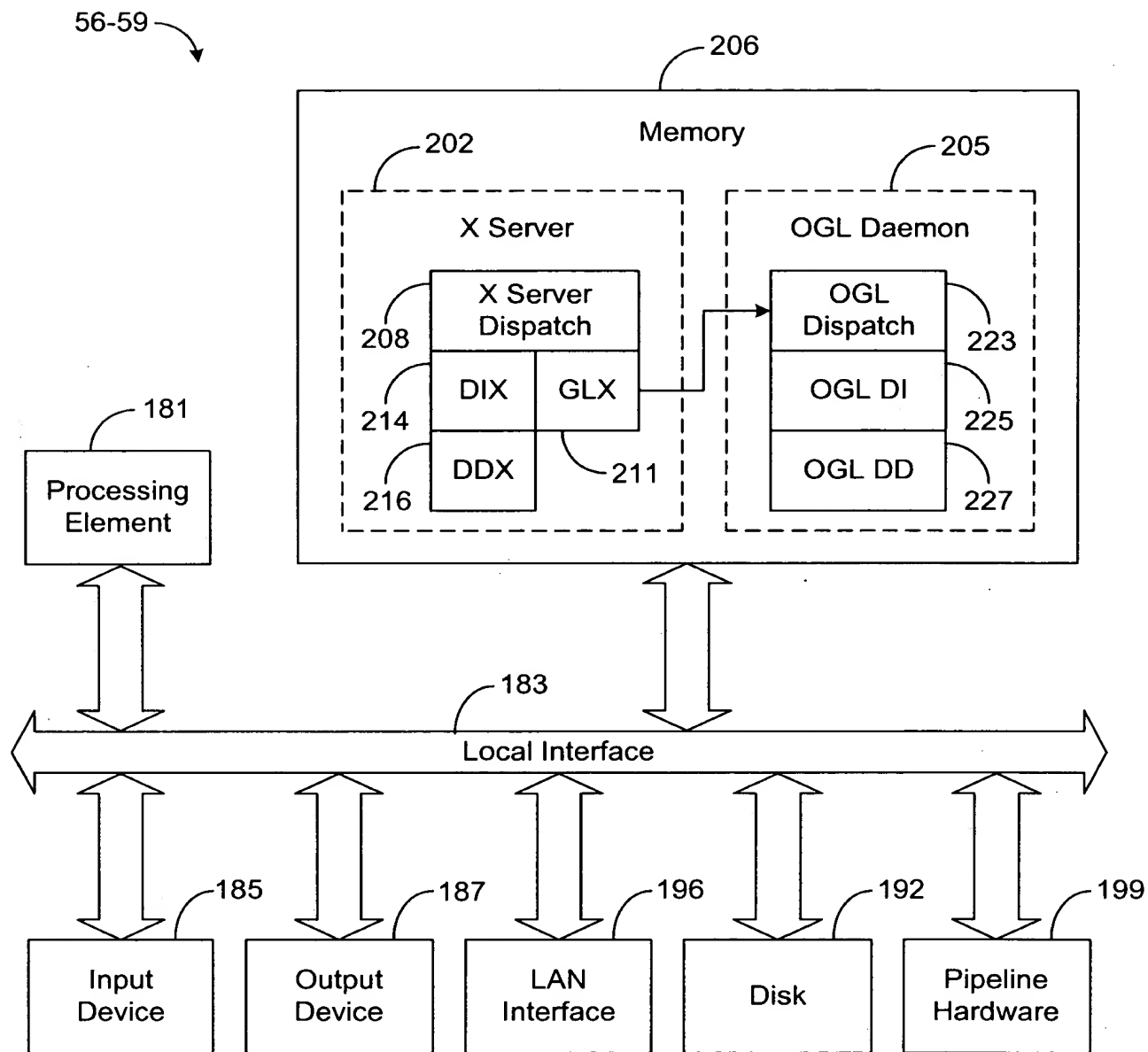


FIG. 6

Diagram illustrating a graphical user interface (GUI) window 83. The window contains a nested structure of rectangles and a central point, with coordinates indicating their positions:

- The outermost rectangle is labeled 247. Its corners are defined by coordinates: (0, 0) at the bottom-left, (2000, 0) at the bottom-right, (2000, 2000) at the top-right, and (500, 1500) at the top-left.
- Inside rectangle 247 is a rectangle labeled 245. Its corners are defined by coordinates: (500, 1500) at the top-left, (1500, 1500) at the top-right, (1500, 500) at the bottom-right, and (500, 500) at the bottom-left.
- Inside rectangle 245 is a rectangle labeled 249. Its corners are defined by coordinates: (700, 1300) at the top-left, (1300, 1300) at the top-right, (1300, 700) at the bottom-right, and (700, 700) at the bottom-left.
- A central point is located at the coordinates (1000, 1000).

A coordinate system is shown at the bottom-left corner, with the X-axis pointing right and the Y-axis pointing up.

FIG. 7

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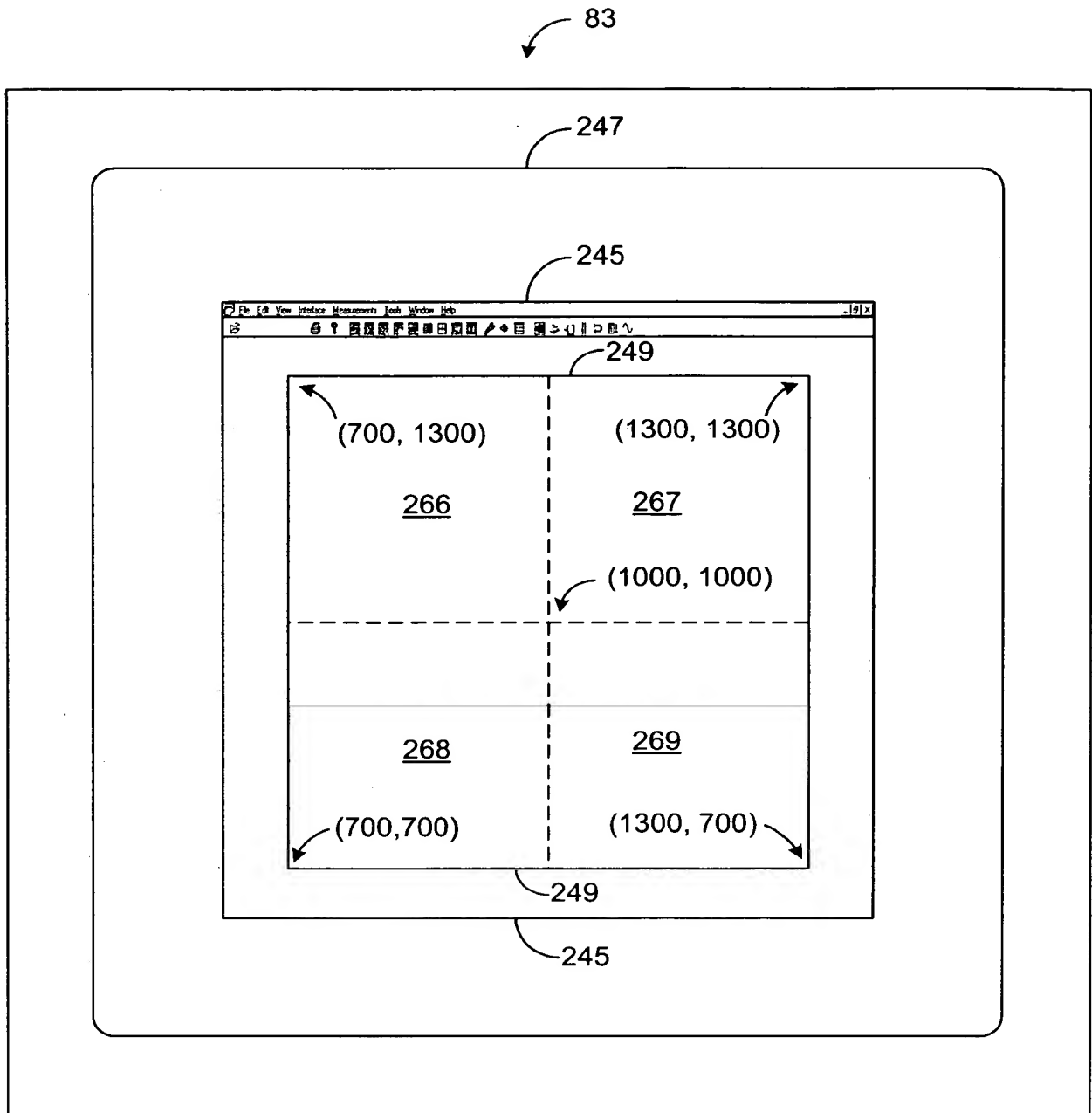


FIG. 8

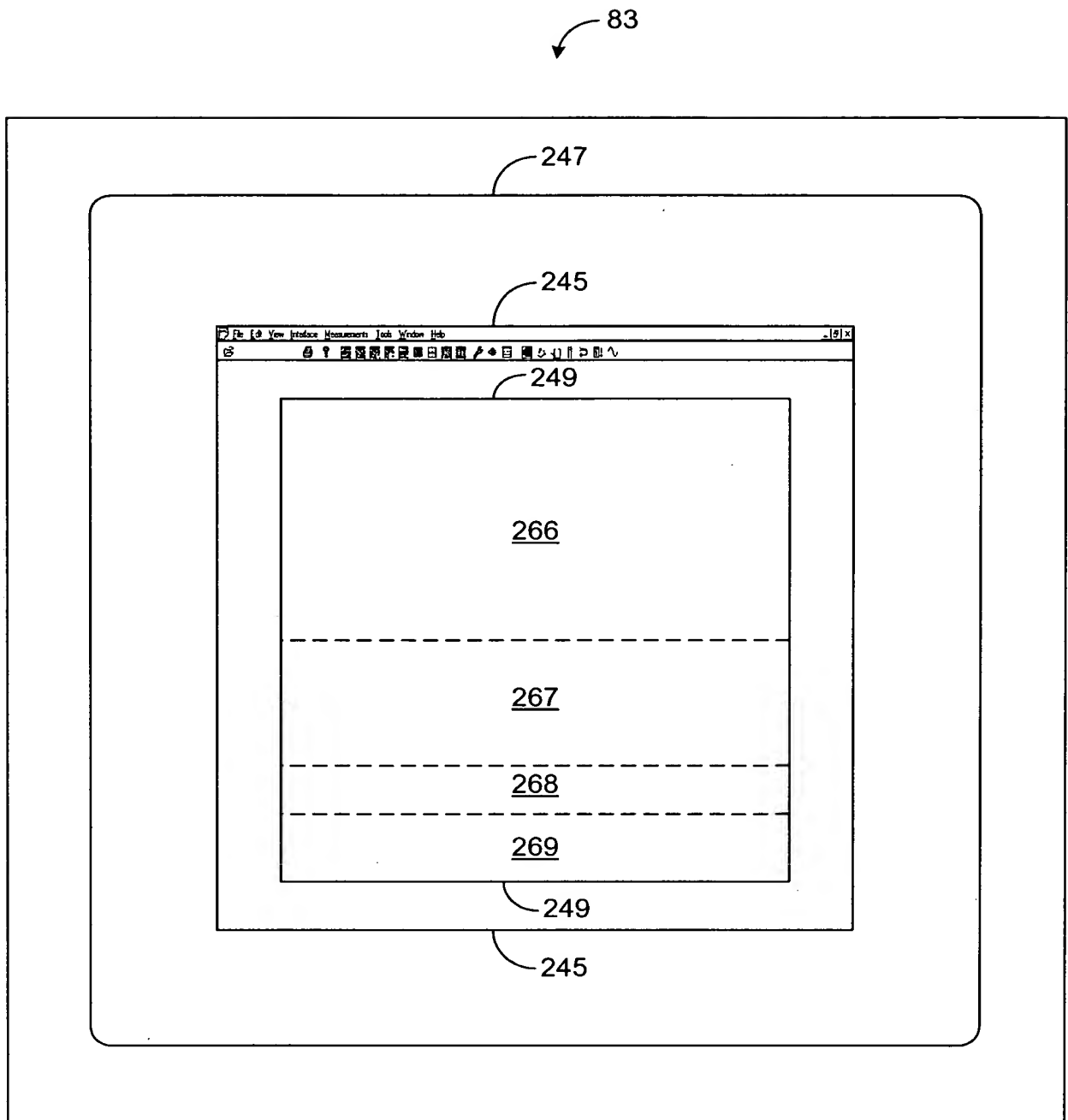


FIG. 9

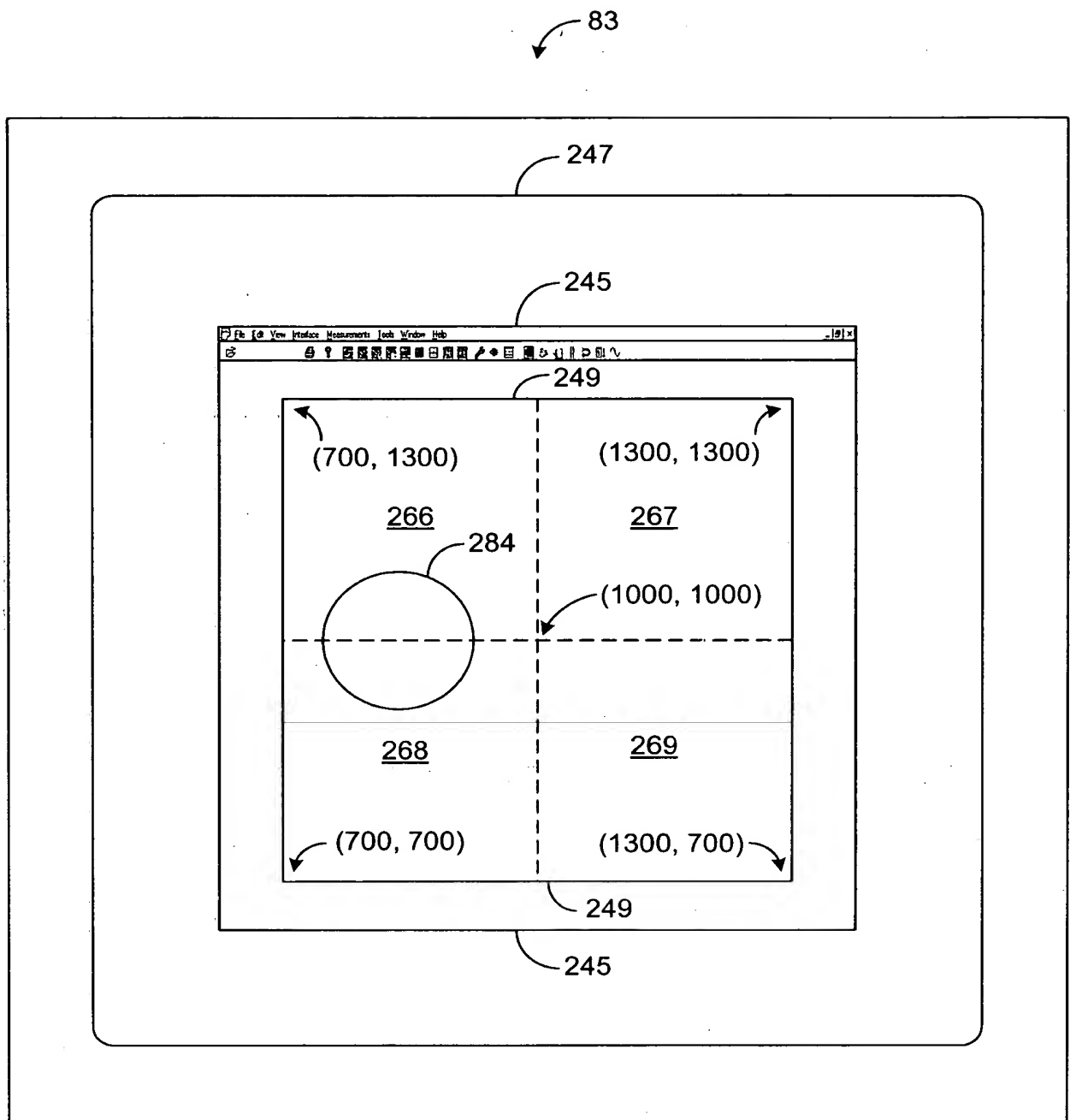


FIG. 10

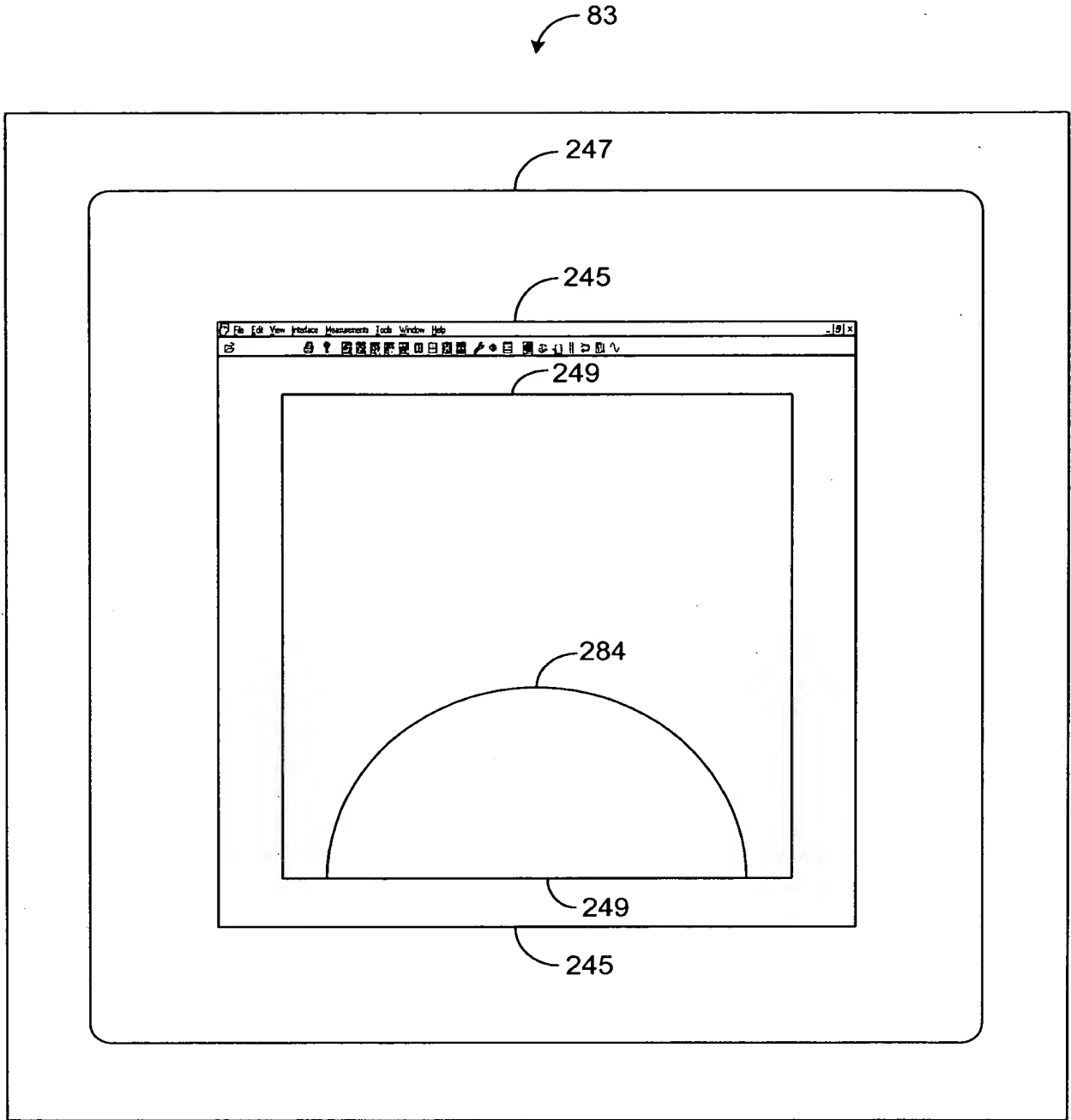


FIG. 11

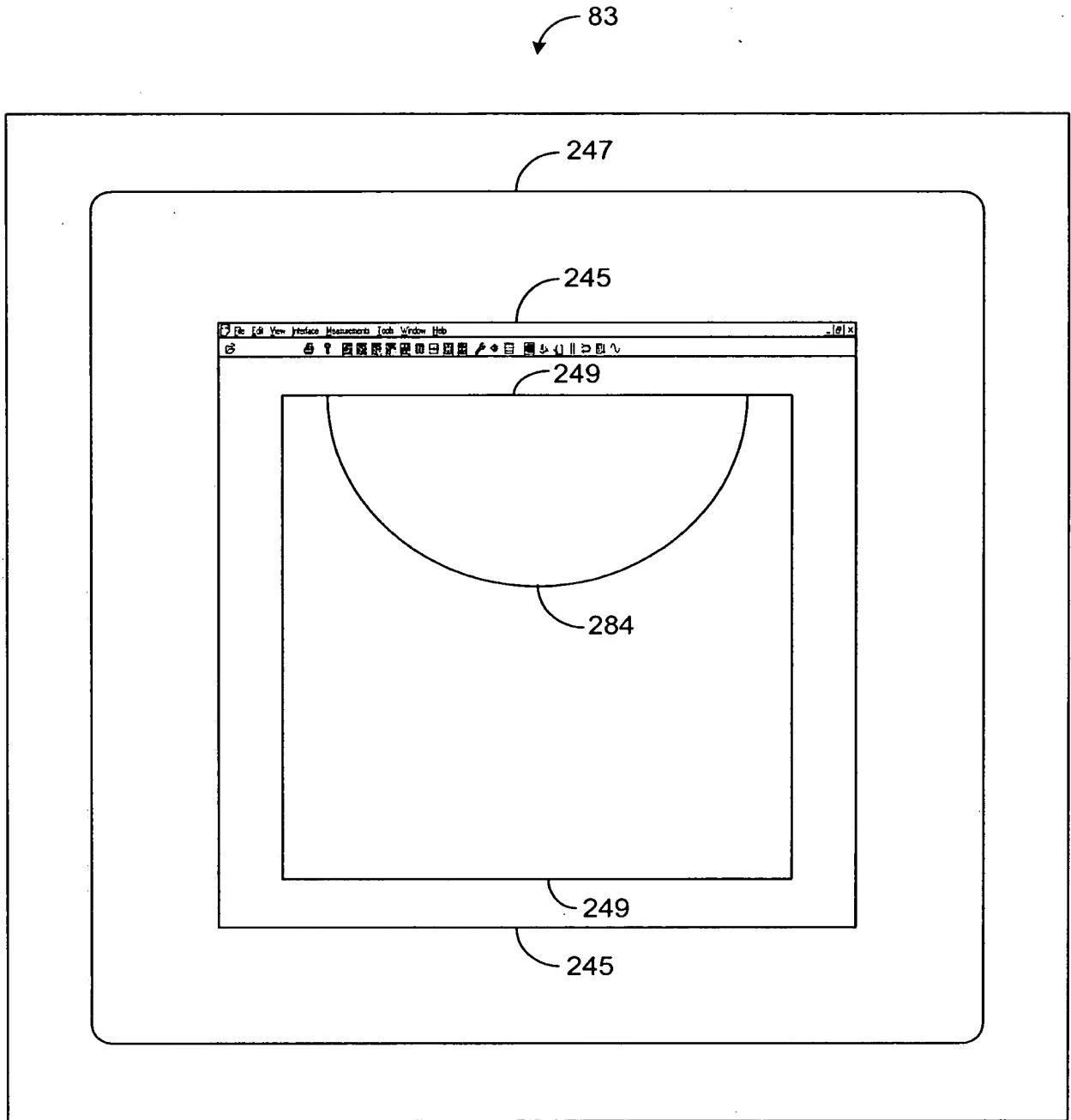


FIG. 12

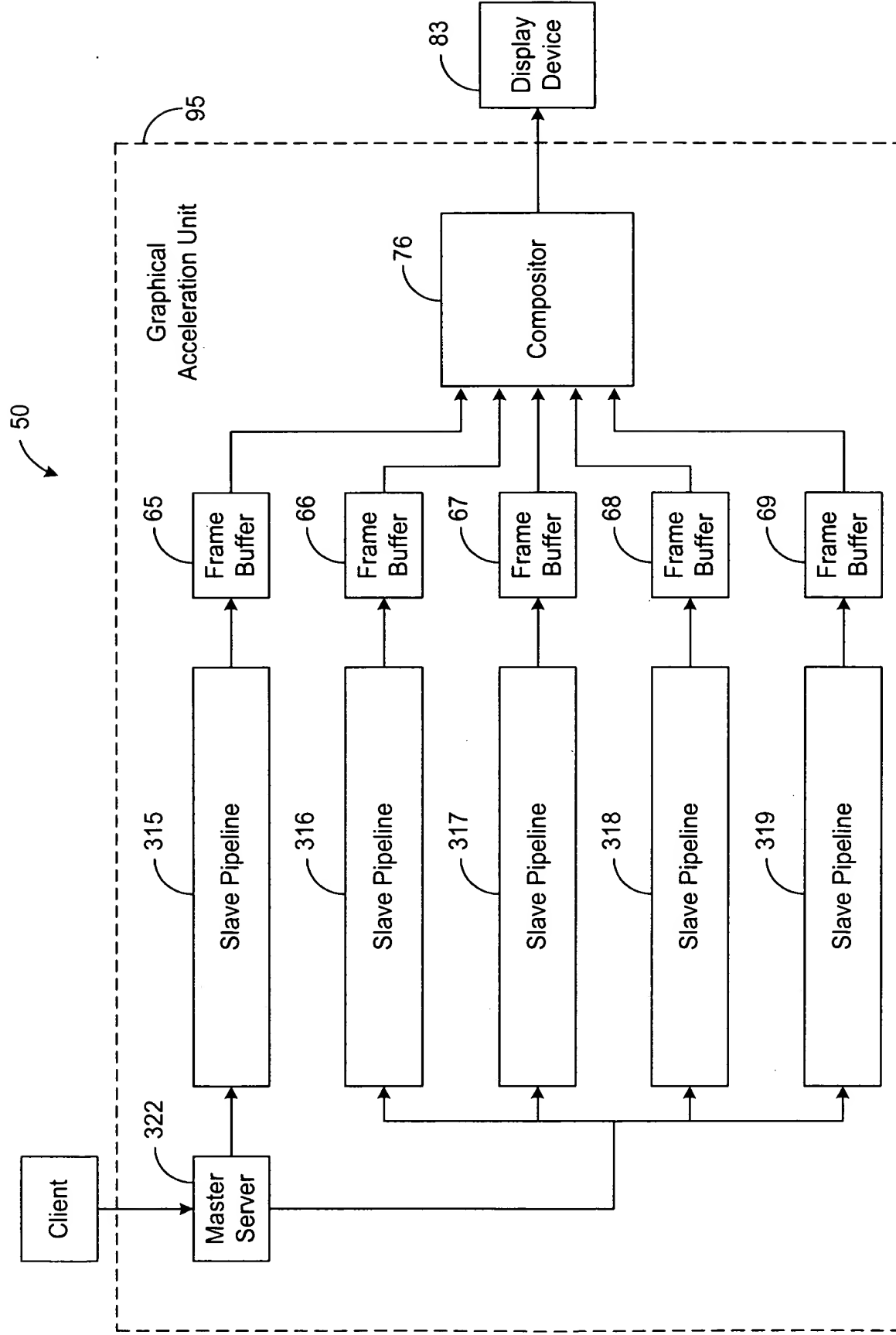


FIG. 13

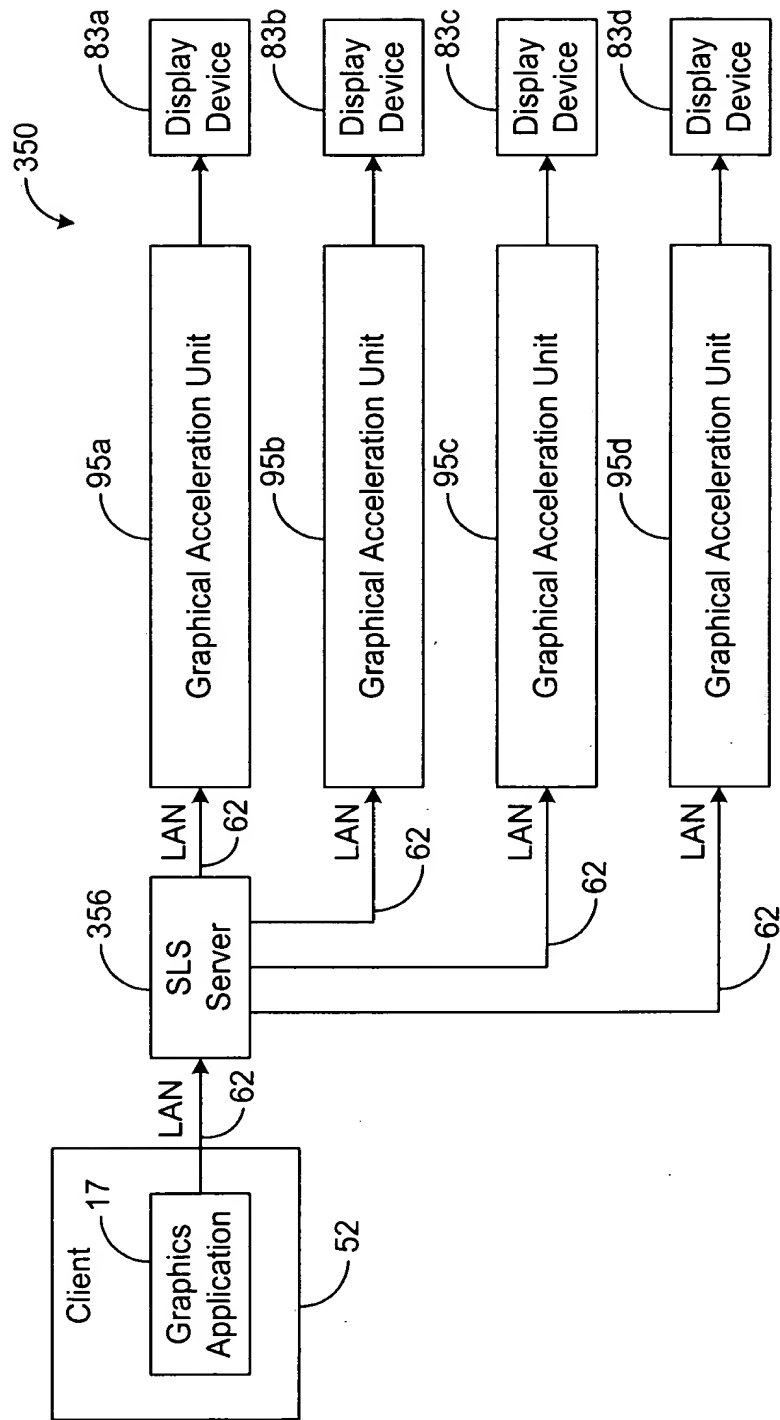


FIG. 14

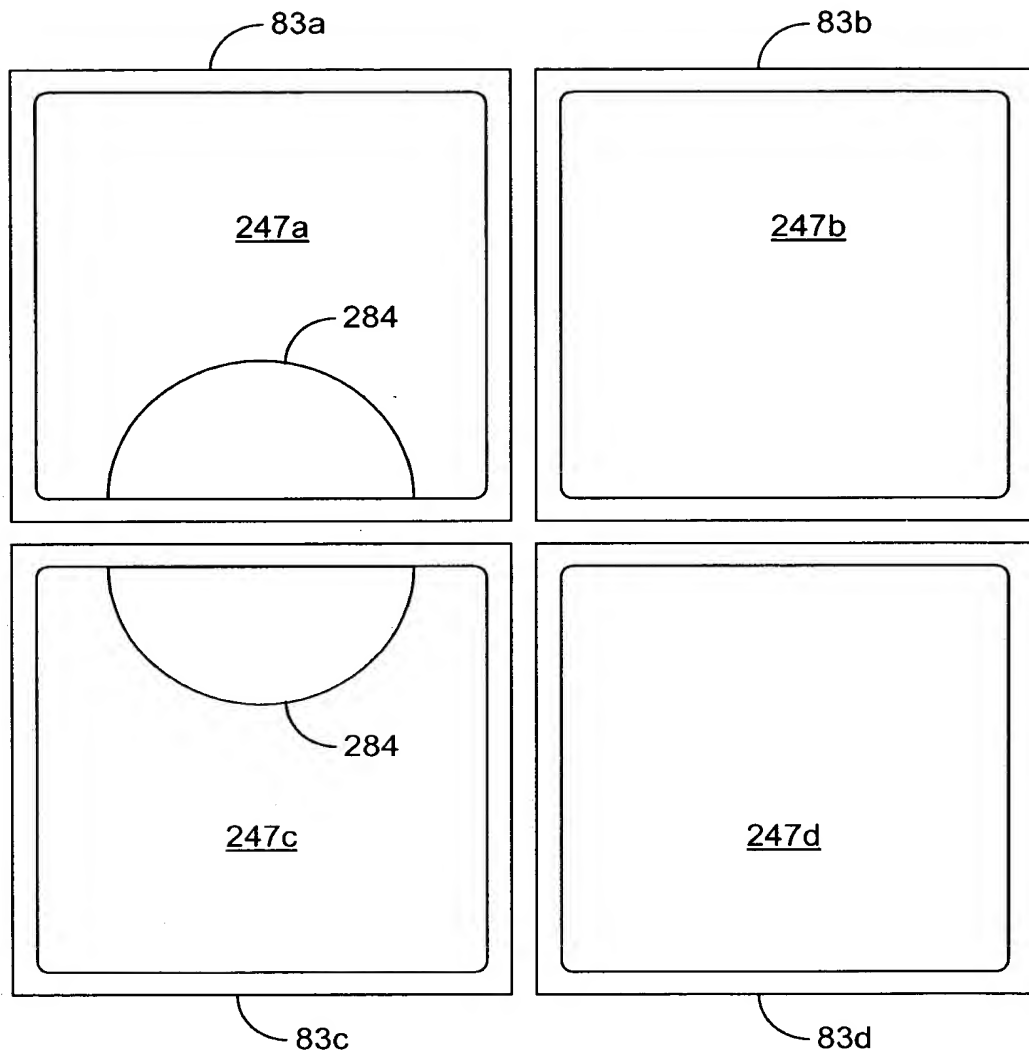


FIG. 15

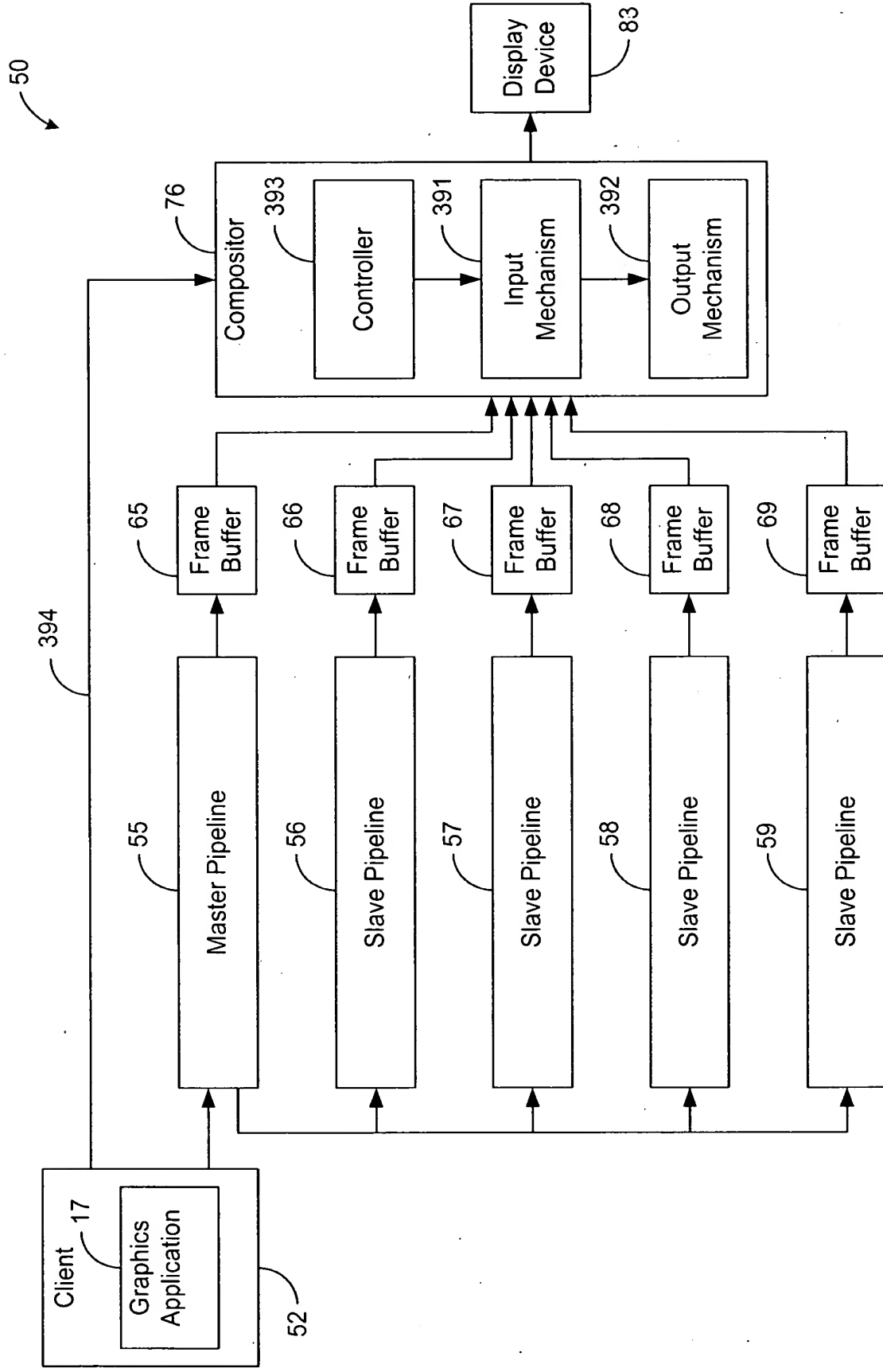


FIG. 16

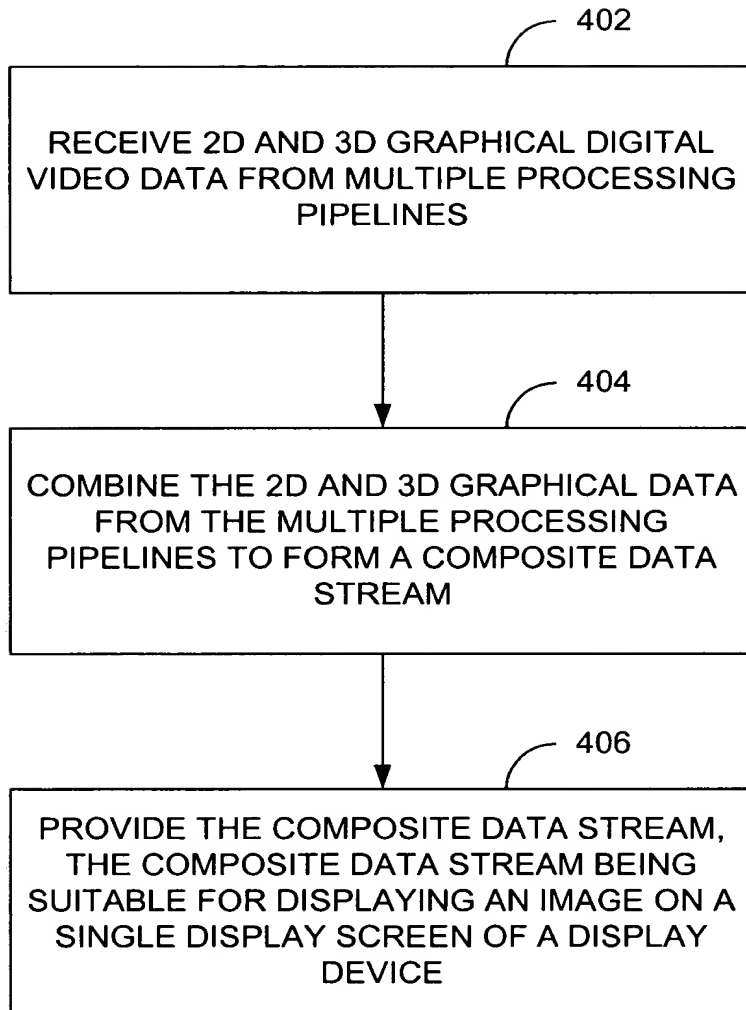


FIG. 17

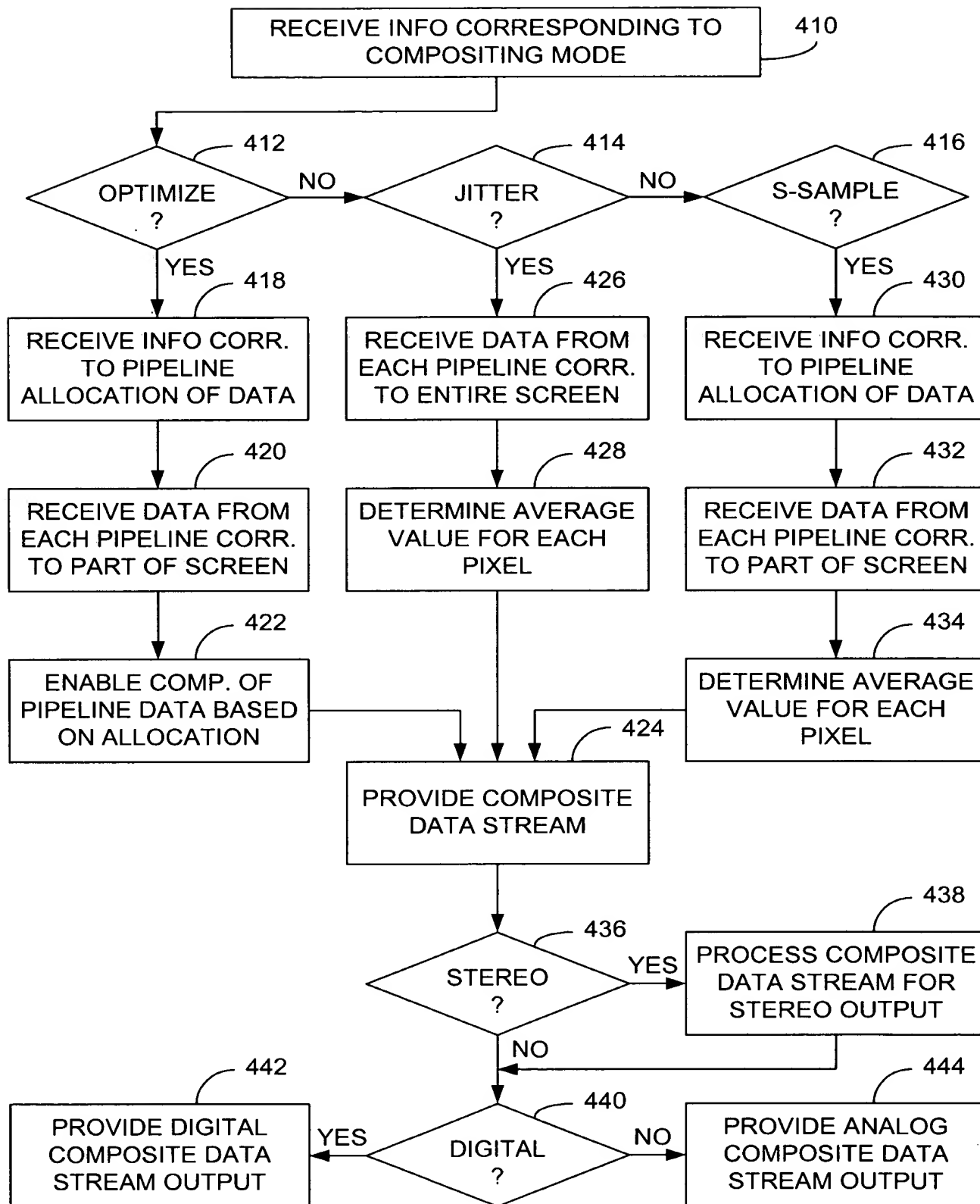


FIG. 18

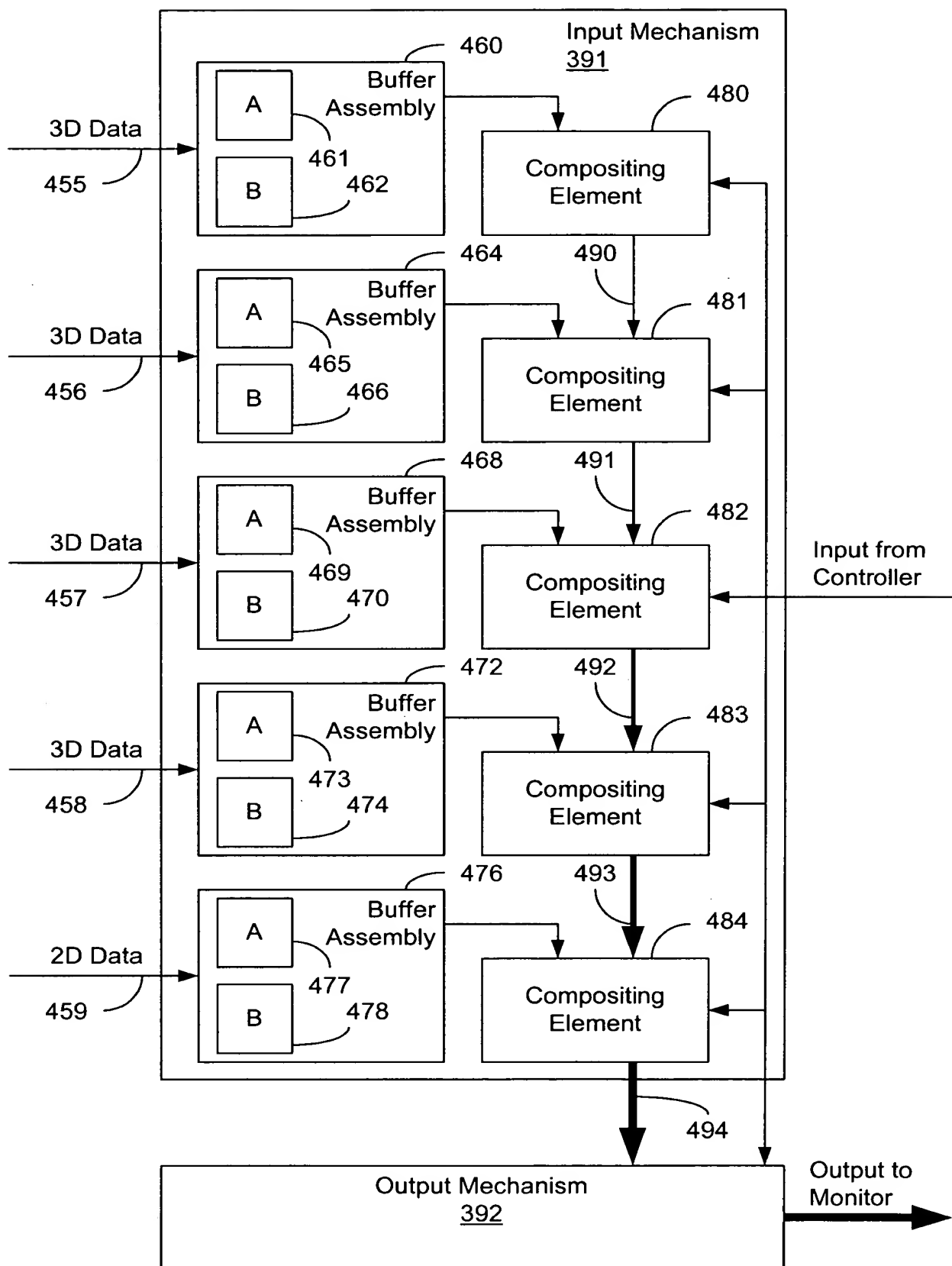


FIG. 19

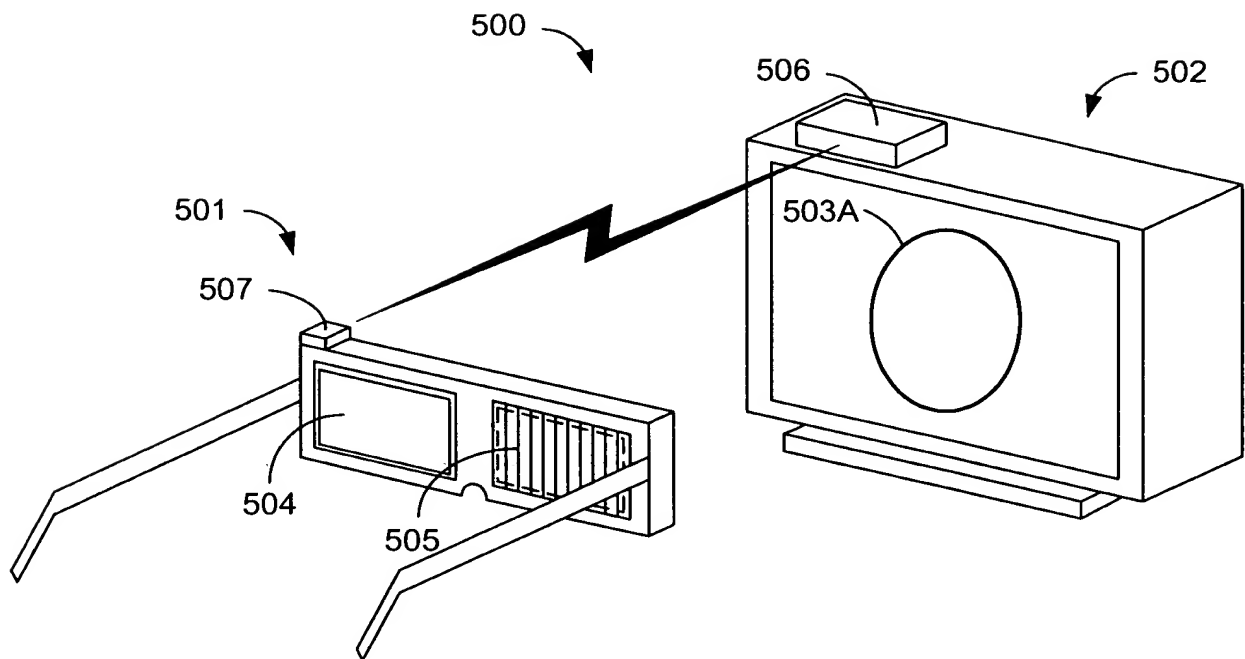


FIG. 20A

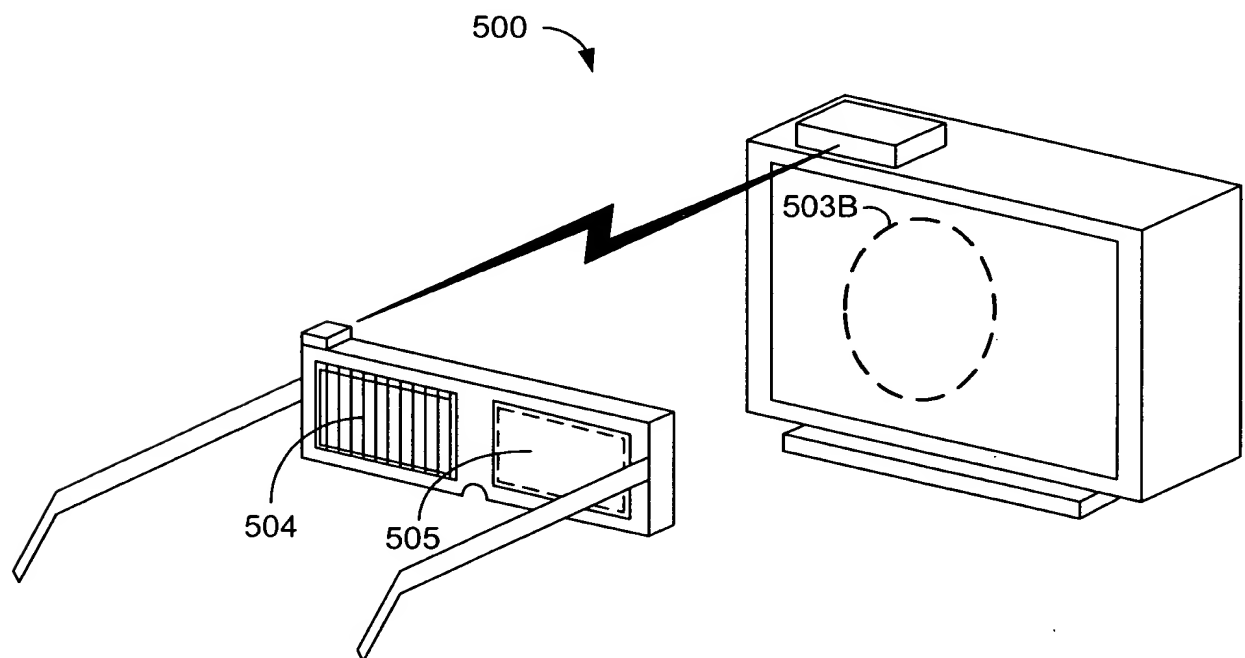


FIG. 20B

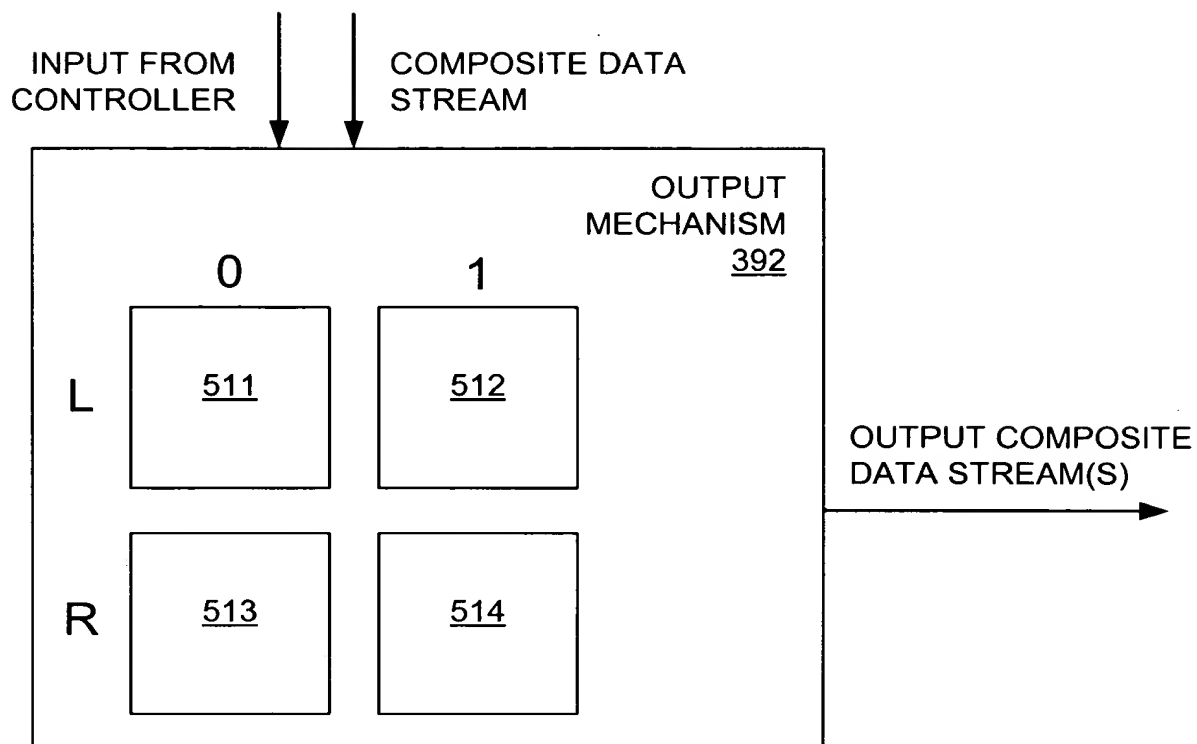


FIG. 21

FRAME BUFFER SEQUENCE	0L	0R	1L	1R
IMAGE SEQUENCE	1	2	3	4

FIG. 22

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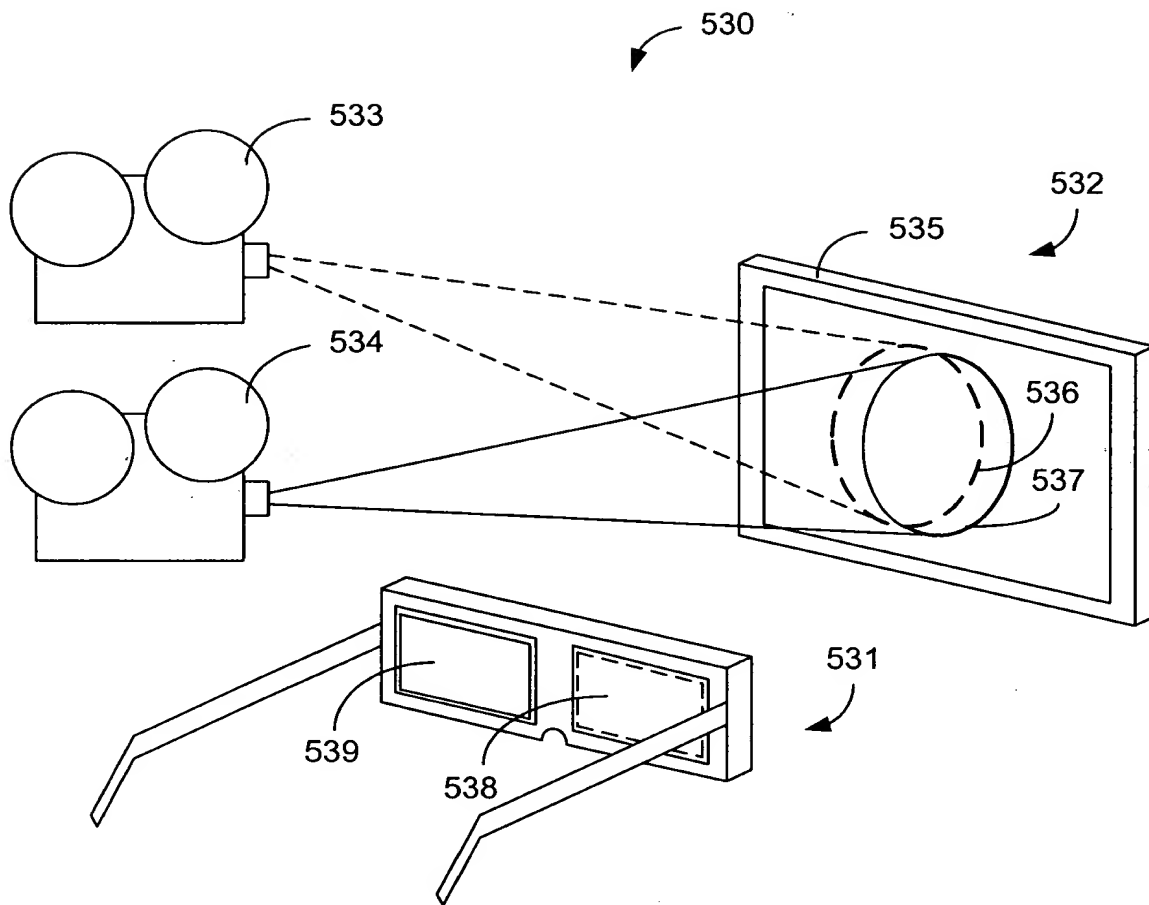


FIG. 23

FRAME BUFFER SEQUENCE	0L	0R	1L	1R
IMAGE SEQUENCE	1		2	

FIG. 24